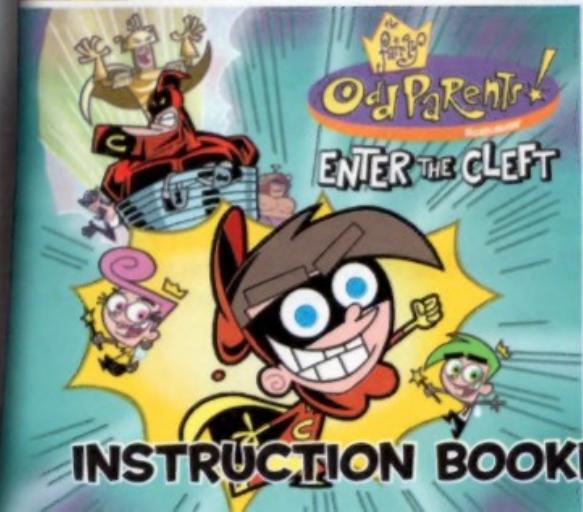
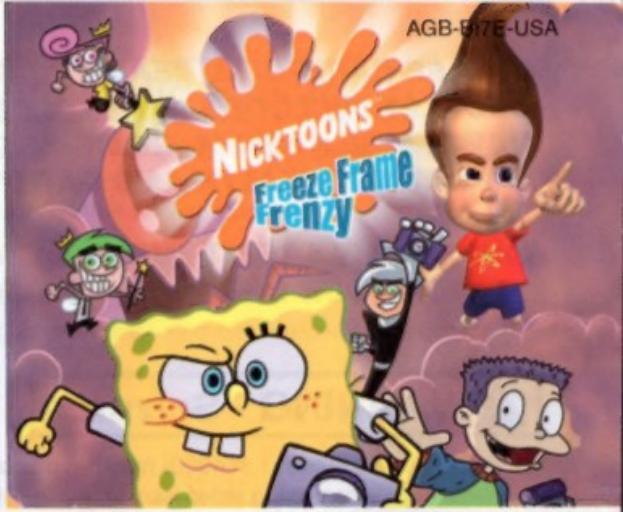


GAME BOY ADVANCE



INSTRUCTION BOOKLET

AGB-B7E-USA

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance
that this product is licensed or
manufactured by Nintendo. Always
look for this seal when buying
video game systems,
accessories, games
and related
products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.
Rev-D (L)



LICENSED BY



Game and Software © 2001-2004 THQ Inc. © 2006 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Rocket Power, Invader Zim, My Life as a Teenage Robot, Nickelodeon Tak, The Fairly OddParents, Hey Arnold!, Danny Phantom, SpongeBob SquarePants, The Wild Thornberrys, Rugrats, The Adventures of Jimmy Neutron Boy Genius and all related titles, logos, and characters are trademarks of Viacom International Inc. Nickelodeon Rocket Power, The Wild Thornberrys and Rugrats created by Klasky Csupo, Inc. Danny Phantom and The Fairly OddParents created by Butch Hartman. SpongeBob SquarePants created by Stephen Hillenburg. SpongeBob SquarePants developed by Climax Development Ltd. Climax and its logo are trademarks of Climax Development Ltd. The Fairly OddParents, Nicktoons and Rocket Power developed by Altron Corporation. Altron and its logo are trademarks of Altron Corporation. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos, and copyrights are the property of their respective owners.

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Getting Started2
SpongeBob SquarePants: SuperSponge2
Nicktoons: Freeze Frame Frenzy6
The Fairly OddParents: Enter the Cleft10
Rocket Power: Zero Gravity Zone13
Limited Warranty15

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).



SpongeBob SquarePants: SuperSponge

CONTROLS

Control Pad	Move SpongeBob
Control Pad	Look Up / Look Down
A Button	Jump / Select Menu Item
B Button	Karate Chop / Use the equipped item / Return to previous screen
B Button	Launch Jellyfish
START	Pause game
L Button	Press this button to view SpongeBob's status (health, item and number of uses available, number of lives, number of spatulas).
R Button	Suck up shells with the Coral blower. Blow bubbles with the Bubble Wand. Capture Jellyfish with the Jellyfishing Net.

MAIN MENU

Press START from the Title Screen to bring up the Main Menu. Here you can perform the following actions:

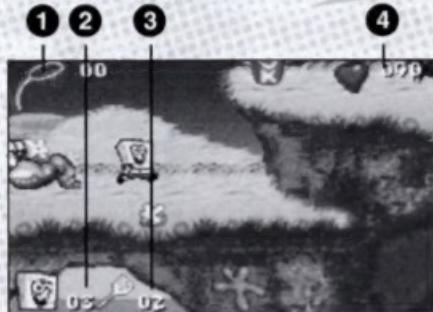
Start A New Game - Begin a new adventure on Bikini Bottom in search of the perfect birthday present for Patrick Star.

Credits - See who worked on this exciting SpongeBob SquarePants game.

Options - Customize the game. Adjust the sound effects and music volume or change the controller options.

Enter A Password - At the beginning of each level you will be given a four-digit password. Write it down and enter it via this screen to pick up where you left off. While playing the game you can view your latest password by pressing START.

GAMEPLAY SCREEN



- ① The item or power-up and the number of uses available to SpongeBob
- ② The number of tries available to SpongeBob
- ③ The number of spatulas SpongeBob currently has collected
- ④ Health

ITEMS



Balloon

Sometimes there are items just out of SpongeBob's reach with a normal jump. Balloons will give SpongeBob the added boost to jump higher and remain in the air longer.



Bubble Wand

SpongeBob uses this to blow bubbles. Press the R Button to blow a bubble.



Jellyfish Launcher

The Jellyfish Launcher is a more powerful version of the Jellyfishing Net. Press the B Button to launch jellyfish from the Launcher at the enemy.



Coral Blower

The Coral Blower is similar to the Jellyfishing Net. It allows SpongeBob to suck up seashells and coral and launch them at the enemy. Press and hold the R Button to turn on the Coral Blower. If any seashells are within a short distance of SpongeBob they will be sucked in. Let go of the R Button to release the coral.



Jellyfishing Net

The Jellyfishing Net allows SpongeBob to catch jellyfish and toss them at the enemy. To catch a jellyfish, press the R Button - if a jellyfish is in range, the net will capture it. Press the B Button to throw the jellyfish at the enemy.

SpongeBob can hold up to ten jellyfish in his net at one time.



Patty Burgers

Restores SpongeBob to full health.

PICK-UPS AND POWER-UPS



Salty Fries
Restores 25% of
SpongeBob's health.



Salty Shakes
Restores 50% of
SpongeBob's health.



Underpants
Make sure you pick up
this item when you see
it, it gives SpongeBob
an extra life!



Golden Spatulas
Collecting 50
spatulas will reward
the player with an
extra life.



Bubble Mixture / Jellyfish jam
In order to use the Jellyfish
Launcher and the Bubble Wand,
SpongeBob needs supplies. Grab
these pickups to keep the action
going.



Quest Items
These sparkly items are
located at the end of each
level. Collect them to complete
the level and move on.

OPTIONS

From the Options Menu, you can
customize the game. Change
what the buttons do on the
controller or adjust the sound
effects and music volume.

NICKTOONS: FREEZE FRAME FRENZY

CONTROLS

Menu / Interface Controls

BUTTON	EFFECTS
START	Game Start
Control Pad UP or DOWN	Moves cursor Up or Down
Control Pad LEFT or RIGHT	Moves cursor Left or Right
A Button	Choose
B Button	Cancel/Back

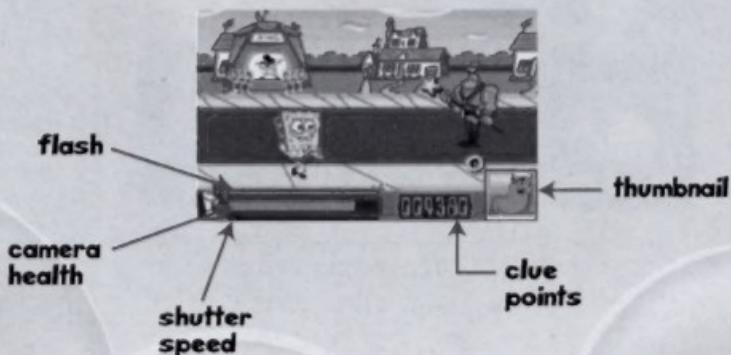
Driving Controls

BUTTON	EFFECTS
START	Pause
Control Pad LEFT or RIGHT	Walk
A Button	Jump
B Button	Run/Center
L Button	Viewfinder on Player
R Button	Use Flash/Charge Flash
	Take Picture

GAMEPLAY SCREEN

WORLD

The Nickelodeon worlds are in trouble!!! Characters have been misplaced from the different Nickelodeon worlds and Jimmy Neutron needs your help to sort them out. With the help of Nickelodeon's all-star characters, it's up to you to help Jimmy Neutron investigate what's going on and put a stop to all this mischief.



GAME LOADING

From the title screen, press START to view the Game Load menu. Here you can start a new game or load a saved game.

MAIN MENU

Once you've started a new game or loaded a saved one, you are at the Main Menu. From here you can select from the following options:

- | | |
|---------------|---|
| Main Game | Take your Hero and enter one of the Nickelodeon Worlds. See page 8 for more details. |
| Photo Album | View snapshots of the characters you've photographed. Can you collect everything? |
| Score Ranking | View the scores earned by the different characters in the different worlds. |
| Options | Turn the music and sound effects ON or OFF, view the Ending (once unlocked), or play samples of Music and Sound Effects . |

MAIN GAME



Once you select Main Game, you will have to select the world you wish to visit and the character you wish to play as. Each of the characters is rated for jump power, walking speed, endurance, and flash gauge-charging speed.



Once you are in a level, you've got three objectives. First, you have to find all of the Misplaced Characters, take their pictures and reach the required Goal Points. Before you enter a level, Jimmy Neutron will tell you how many Goal Points you need to complete the level.

SAVING THE GAME

The game automatically saves unlocked characters and area scores after completing an area. The world must be completely finished in order for the game progress to be saved.

OBSTACLES AND PICK-UPS

Mechanical Nuts: Watch out for the mechanical nuts that roll in from the right-hand side of the screen. If they touch you, they will damage your camera. You can either jump over them, or you can take a picture of them to remove them from the screen.

When you find **Misplaced Characters**, take a picture of them to help send them back to their proper homes. You'll know you've sent them home when they disappear in a "puff" of smoke.

Pick-Ups

Heart: These small hearts return a small portion of your health.



Faster Shutter: These allow you to take pictures faster, without having to wait as long for your camera to recharge.



Faster Viewfinder: This allows your viewfinder to move around faster.



Wide-Angle Lens: This allows your viewfinder to cover a wider area.



The Fairly OddParents: Enter the Cleft

GETTING STARTED

First, the "Title Screen" will appear. Pressing START will immediately take you to the Game Select screen. On the Game Select screen, select "Tutorial" to learn the basics on how to control Cleft, "New Game" if playing for the first time, or "Password" to go to the Password screen.

If you're continuing a game, you will want to go to the "Password Screen". Here, you may enter a password to resume a previous game. Passwords can be obtained from either the "Pause" screen or the "Stage Select" screen. Please note that the password will only take you to the beginning of the last stage you played.

GAME CONTROLS

Control
START
Control Pad

A Button
B Button

L Button
R Button

Action
Game Start, Pause game.
Moves Character. The Up button will also let Cleft climb or enter an open door. The Down button will let Cleft crouch.
Jump. It will also allow you to select options.
Attack. It will also allow you to use a special Chin item or cancel an option.
Select special action. Return to previous episode.
Activate or cancel special action. Advance to next episode.

Control

Control Pad Down + Control Pad Left/Right

Control Pad Down + B Button

2x Control Pad Left/Right

Dash + B Button

Special Moves

Crawl

Crouch & Attack.

Dash as long as Control Pad is held down.

Dash and Tackle.

Pause Menu:

If START is pressed during a game, the Pause Menu will appear. You can choose from the following selections on this menu:

Continue: Continue game

Exit: Returns you to the Stage Select screen.

Retry: Returns you to the beginning of the stage.

Password: This displays a password. The password will take the player to the beginning of the stage he/she has selected, when entered at the Password screen. From here, the player can choose to return to the Pause screen or go back to the Title screen.

ITEMS

Cleft Items



Water Pistol: This is Cleft's default weapon and can fire three quick shots of water. It does not need to be recharged.



Gyro: A giant propeller appears from Cleft's chin and he can use it to fly! Keep a close eye on the gyro's energy gauge though. Once you're out of fuel, the gyro will stop and you'll fall.



Bat: The bat is indispensable. Not only will its mighty swing clear any opponent from your path, it'll return whatever bad mojo those meanies dish out! Not every attack can be returned by the bat. Its power is limited.



Megaphone: This makes Cleft's every word dangerous to his enemies. Listen to his mighty shout and watch it knock down enemies with three times the power of a normal attack!



Skateboard: Ride like the wind on your mega-skateboard! It can overcome most road obstacles.

Power-up Items



Magic Wand: Collect these so that you can wish for Chin items when you meet up with Cosmo or Wanda.



Crown: Crowns are worth five magic wands. One is hidden in each episode. Collect all five crowns and complete the game to unlock the Hidden Stage.



Big Punch: Cleft now has the power of the Big Punch. It's got a shorter range than the Water Pistol but it packs twice the wallop.



Sticking Beam: This invention has a longer range than the Water Pistol and can freeze the enemy in their tracks.



Cosmo or Wanda: Either of these icons will make Cleft invincible for a short period of time.



Chompy: Finding this icon will summon Chompy, Dimmsdale's beloved hero. This fearless goat will battle alongside Cleft for a limited period of time.

Recovery Items



Cleft: Add one life.



Cheese: Cleft's power recovers by 20%.



Hot Dog: Cleft's power is restored by 60%.



Beef Steak: Cleft's power completely recovers!

Rocket Power: Zero Gravity Zone

STARTING UP

Dude, you didn't think we'd leave you hanging, did you? We've got a whole load of options to go through! Use the Control Pad to highlight your choice. Press the A Button to make it happen.

Tutorial

Zip over to the Tutorial Menu and start practicing your moves.

Free Skate

This is awesome – no time limits, no hassles. Just skate 'till you're done. 'Course, you'll have to unlock the level first, but that should be no problem for an expert like you. Get those passwords and come back here quick!

Career

Free skate may be awesome, but here's where you cut your teeth. Skateboard and snowboard in eight massive parks containing a pack of challenges for you to face. Perfect for any extreme team!

Multiplayer

Plug in your Game Boy® Advance Game Link® cable and play five different multiplayer games with a friend!

Option

Here's a couple of bonuses - you can use this to turn off the background music or test the background music and SFX.

GAME CONTROLS

The following are a list of controls used in *Rocket Power™: Zero Gravity Zone*:

BUTTON

BUTTON	ACTION
Control Pad Up	Lean Forward, Exit Ramp, Exit Edge, Manual Balance
Control Pad Down	Brake, Lean Back, Manual Balance
Control Pad Left/Right	Turn, Grind Balance
A Button	Grind, Lip Trick
B Button	Crouch, Ollie
L Button	Flip Trick, Toggle Nollie and Switch
R Button	Grab Trick
START	Bring up the Pause Menu

Menu Controls

Control Pad	Used to move between options
A Button	Confirm a selection
B Button	Back out of a selection

PAUSE MENU

Continue	Get back to playing, man!
Retry	Go back to the start of that level.
Exit	Get the heck out of there!
View Tricks	Forget how the tricks work? This will show you what you need to hit to do a trick.
View Missions	This shows you what you have to do to beat the level.

MULTIPLAYER MODE

With the Game Boy® Advance Game Link® cable you can play against a friend in Multiplayer Mode. Each player requires a Game Boy® Advance system, a copy of *Rocket Power™: Zero Gravity Zone* Game Pak and one Game Link cable. Challenge a buddy in one of the following games:

Highest Score	Dude with the highest score wins the day!
Collect Coins	Collect as many coins as you can within the time limit.
Complete Assigned Tricks	First one to finish all the tricks wins!
Collect the Flag	Get the flag before your buddy does.
Tag	Be the last one carrying the special object when time runs out and win the game!

TICKET BOOTH

First thing you're gonna run into is the Ticket Booth. You can enter passwords to give you access to continue where you left off. Just press the A Button to enter the Ticket Booth and use your Control Pad to move to the password letters you want. Press the A Button again to choose the letters and select OK when you're done.

SKATE SHOP

What's a skate park without new gear? Choose your brand new skateboard or snowboard right here. You can also improve your speed, balance, air, and special tricks.

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is 32244. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

AVAILABLE NOW!

NICKELODEON

Drake & Josh

THE VIDEO GAME



EVERYONE



Comic Mischief

ESRB CONTENT RATING www.esrb.org



GAME BOY ADVANCE



www.thq.com

THQ Inc. 29903 Agoura Road, Agoura Hills, CA 91301

Game and Software © 2007 THQ Inc. © 2007 Viacom International Inc. All Rights Reserved. Nickelodeon, Drake & Josh and all related names, logos, and characters are trademarks of Viacom International Inc. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ®, and Game Boy Advance are trademarks of Nintendo. ©2004 Nintendo.

PRINTED IN USA

109891